

May '26

TAURANGA CLASSIC GAME REGULATIONS

VALUES

HoopNation's founding principle 'Let players play'.

FIBA Rules Apply with the following HoopNation Amendments:

CONDUCT

1.0. Zero Tolerance Of Abusive Language Or Threatening Behaviour

- 1.1. The safety of all is our paramount principle.
 - 1.1.0. Behaviour that is deemed to be abusive or threatening is totally unacceptable. This not only includes players, coaches, and managers, but also supporters towards other teams, officials, bench crews and staff.
 - 1.1.1. This includes postings on social media
 - 1.2. Failure to comply with this principle may result in ejection from the venue, issuance of trespass orders, notification to police, and bans from future events.
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REGISTRATIONS

2.0. Consents For Release of Image:

- 2.1. By registering, individuals and teams agree for their image to be used by HoopNation and partners, which may include livestreaming:

3.0. Team Entries Restrictions:

- 3.1. Academies and clubs can register teams in multiple divisions but are limited to enter only one team per division.

4.0. Rosters:

- 4.1. Minimum of eight players per team.
- 4.2. No maximum.
- 4.3. There are no restrictions to the number of registered players that are able to take the court in a single game.
- 4.4. Players only registered to their team can play for their team.
- 4.5. All youth teams must furnish a coach.
- 4.6. Adult teams are not required to furnish a coach but must register a 'player/coach'.
 - 4.6.0. In the event of an altercation on court, the player/coach may assist officials in their role as coach, however they must adhere to all officials' instructions.
 - 4.6.1. In the event that the player/coach is the antagonist in a dispute or altercation, they forfeit their role as coach to address officials or bench personnel for the remainder of the game being played.
 - 4.6.3. No other player can assume the role of coach if the player/coach has forfeited this role in any one game due to their behaviour.

5.0. Age Eligibility:

- 5.1. Determined by their age on the last day of the tournament.
 - 5.1.0. Example: 18U - is an athlete 18 years or under as of the last day of the event.
- 5.2. Youth playing in adult divisions:
 - 5.2.0. Must be 16 years or over on the first day of the event.

6.0. Skill Eligibility:

- 6.1. The placement of teams and athletes in youth Development and adult Social divisions is based upon honesty.
- 6.2. Representative or National Age-Group Athletes:
 - 6.2.0. Are eligible to play in adult Elite or A-League divisions.
 - 6.2.1. Are eligible to play in Development divisions in an age group above their own.
 - 6.2.2. Are ineligible to play in Development divisions in their own age group.
 - 6.2.3. Breaches will result in the team being awarded a forfeit.
- 6.3. Coaches wanting to challenge a player formally in the Development division must follow the protest procedure.
- 6.4. Men's and Women's Elite Restrictions:
 - 6.4.0. Open to any number of professional and amateur athletes.
- 6.5. Men's A-League Restrictions:
 - 6.5.0. No NBL [or similar] registered players within the current season, regardless of minutes played.

7.0. Playing Multiple Divisions:

- 7.1. An athlete can play in two (2) divisions under the following conditions:
 - 7.1.0. They meet any age requirements of both divisions.
 - 7.1.1. They have registered and paid for both divisions.
 - 7.1.2. Players are able to 'play up' - for example a development player can play in A-League or Elite.
 - 7.1.3. They play in the correct team uniform.
 - 7.1.4. A team that plays an athlete from another division without meeting the above conditions will cause the team to forfeit classification points of all games played where this violation occurred.

8.0. Replacement Players:

- 8.1. Replacement Players [due to injury or other emergency]:
 - 8.1.0. Tournament Director must be notified of and approve any replacement:
 - 8.1.0.0. If a replacement player takes the court without notification to the Tournament Director the team will forfeit the game.
 - 8.1.0.1. Replacement players can only be added during pool play.
 - 8.1.1. From an existing registered player:
 - 8.1.1.0. Must be from within the same academy or club.
 - 8.1.1.1. Must meet any age restrictions.
 - 8.1.1.2. Must wear the correct team uniform.
 - 8.1.1.3. Pro-rata registration fees apply.
 - 8.1.2. From a non-registered player:
 - 8.1.2.0. Must meet all of the above.
 - 8.1.2.1. Must play in the uniform of the replaced player.
 - 8.1.2.2. Pro-rata registration fees apply.
 - 8.1.3. Replacement players can 'play up' from a lower skill division to a higher, but not 'play down' from a higher skill division to a lower. The Tournament Director is the final arbiter of this.
 - 8.1.4. The replaced player cannot return to the event.
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EQUIPMENT

9.0. Uniforms

- 9.1. Team A plays light strip, occupying the left-hand side.
- 9.2. Team B plays dark strip, occupying the right-hand side.
- 9.3. Teams must wear their full one-colour kit.
- 9.4. Mouthguards are not compulsory but highly encouraged.
- 9.5. Compression tops [short or long sleeve], leggings, shooting sleeves must be plain, one solid colour either black or white.
 - 9.5.0. All team members must wear the identical colour.
- 9.6. No tee shirts to be worn under playing jerseys.
 - 9.6.0. Exception: if due to a medical condition or religious belief.

10.0. Clock

- 10.1. Four (4) x 10 minute quarters.
 - 10.1.0. One (1) minute quarter period breaks.
 - 10.1.1. One (2) minute half break.
 - 10.1.2. Running clock.
- 10.2. Stop the clock for the last three (3) minutes of the 4th quarter only.
- 10.3. Eight (8) second count to progress the ball from the back to the front court
- 10.4. All rounds begin on time [60 minute intervals].
 - 10.4.0. Some teams will be affected by this and will have minimal warmup time due to extra periods of play.
- 10.5. Team delays.
 - 10.5.0. If a team is not on time to start their scheduled game, they will be penalised one [1] point per minute while absent to a maximum of 15 points [15 minutes].
- 10.6. Deliberate delays.
 - 10.6.0. From a time out
 - 10.6.0.0. The official may at their discretion restart the play without the delaying team being on court.
 - 10.6.0.1. If possession of the ball has been awarded to the team that is delaying, and they have not complied to retake the court in a timely manner as judged by the officials, then possession can be awarded to the defensive team, and play can start without the offending team on court.
 - 10.6.1. Coaches engaging officials
 - 10.6.1.0. At the discretion of the official they may award possession to the opposing team, or award a technical foul on the coach.
 - 10.6.1.1. At the discretion of the official they may
 - Stop the clock
 - Award possession to the opposing team
 - Award a technical foul on the coach

11.0. Game Balls

- 11.1. All womens and girls teams play size 6
 - 11.2. All other mens and boys teams play size 7
 - 11.3. If a game ball is not supplied.
 - 11.3.0. Please bring a preferred game ball to play your games.
 - 11.3.1. Officials will request the preferred game ball from both teams and determine which of the two will be used in play.
 - 11.3.2. Officials will do their best to return the game ball to the owning team, but it is the sole responsibility of the team to retrieve the ball at the end of the game [HoopNation is not liable for any lost balls].
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GAME PLAY

12.0. Defensive Systems

- 12.1. Zone defense is permissible for all divisions.
- 12.2. Mercy Rule
 - 12.2.0. No full-court man to man or full-court zone defensive systems when 20 point or higher point differential during play.

13.0. Timeouts

- 13.1. One (1) 60 secs per quarter (non-cumulative).
- 13.2. Or two (2) 30 secs per quarter (non-cumulative).
- 13.3. An athlete in possession of the ball can call for a timeout.
 - 13.3.0. Officials will confirm the duration of the timeout via the coach.
 - 13.3.1. Options are 30 seconds or 60 seconds.
- 13.4. Timeouts can be called between free throws.
- 13.5. Timeouts can only be called after a basket has been made by the team in possession of the ball.
- 13.6. Clock does not stop during regular play.
- 13.7. During the 4th quarter stop-clock period, clock stops during time outs.
- 13.8. A timeout cannot be called for in, or extend into the last three minutes of periods 1, 2 or 3. This means that if the clock shows 3:20 seconds, and a timeout is called, then the timeout expires on the minute, using only 20 seconds.
- 13.9. Calling a timeout that has been exhausted:
 - 13.9.0. If a team calls a time out that they are not entitled to they will be given a warning, a second infringement will result in a technical foul.
 - 13.9.1. If an illegal timeout is awarded this will result in a technical foul.
- 13.10. Inbounds after a timeout:
 - 13.10.0. Possession will resume in either the back or front court when the timeout was called.

14.0. Free throws

- 14.1. Two offensive and four defensive players are eligible to enter key lane lines during free throws.
 - 14.1.0. Positions 1 and 2 on the lower block are designated to the defense, positions 3 and 4 on the midblock are designated to the offense.
 - 14.1.1. Positions 5 and 6 on the upper block are designated to the defense.
- 14.2. On shooting fouls
 - 14.2.0. 1 + 1 for field goals.
 - 14.2.1. 1 + 1 + 1 for three point attempts.
 - 14.2.2. 1+1 up until the 5th team foul.
- 14.3. Bonus
 - 14.3.0. Flag goes up on the 5th foul indicating the next shooting foul is 2 shots.
 - 14.3.1. From the 6th team foul and every subsequent foul is 2 shots.

15.0. Substitutions:

- 15.1. Substitutions can occur between free throws.
- 15.2. No substitutions after a basket has been made.

16.0. Extra Periods Of Play

- 16.1. During Regular Pool Play:
 - 16.1.0. One (1) minute restart.
 - 16.1.1. Two (2) minutes stop the clock.
 - 16.1.2. Possession arrow.
 - 16.1.3. No time outs.
 - 16.1.4. Double Overtime:
 - 16.1.4.0. One (1) minute restart.
 - 16.1.4.1. Jump ball possession.
 - 16.1.4.2. Golden Point.
 - 16.1.4.3. No timeouts.
- 16.2. During Semis And Finals:
 - 16.2.0. One (1) minute restart.

- 16.2.1. Two (2) minutes stop the clock.
- 16.2.2. Possession arrow.
- 16.2.3. One (1) timeout awarded to each team.
- 16.2.4. Double Overtime:
 - 16.2.4.0. One (1) minute restart.
 - 16.2.4.1. Possession arrow.
 - 16.2.4.2. Two (2) minutes stop the clock.
 - 16.2.4.3. One (1) timeout awarded to each team..
- 16.2.5. Triple Overtime:
 - 16.2.5.0. One (1) minute restart.
 - 16.2.5.1. Jump ball possession.
 - 16.2.5.2. Golden point.
 - 16.2.5.3. No timeouts.
- 16.3. Games Following Overtime
 - 16.3.0. Teams may be affected by extra periods of play impacting the length of warmup.
 - 16.3.0.0. At the discretion of the Tournament Director, subsequent start times and length of breaks may be adjusted to accommodate a brief warm-up and to ensure games are on time.

17.0. Technical & Unsportsmanship Fouls

- 17.1. Any player or coach who receives a total of two (2) technical fouls or un-sportsmanship fouls in any combination is removed from the game.
- 17.2. Any team that accumulates three (3) technical fouls in a single game will lose by default.
- 17.3. Altercation:
 - 17.3.0. In the unlikely event of an altercation, only the coach and manager are permitted to leave the bench without penalty if they are assisting officials.
 - 17.3.1. Any players who leave their bench and enter the court regardless of their intent will not be able to resume play. Players must stay on their own team bench.

18.0. Game Lost By Default

- 18.1. A team shall lose a game by default if:
 - 18.1.0. During the game, the team has fewer than two (2) players on the playing court ready to play.
 - 18.1.1. Or the team accumulates three (3) technical or unsportsmanlike fouls in the game.
- 18.2. Penalty:
 - 18.2.0. If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped.
 - 18.2.1. If the team to which the game is awarded is not ahead, the score shall be recorded as 20 to 0 in its favour.
 - 18.2.2. The team awarded the win shall receive 2 classification points
 - 18.2.3. The defaulting team shall receive 0 classification points.

19.0. Game Lost By Forfeit

- 19.1. A team shall lose a game by forfeit if:
 - 19.1.0. The team is not present or is unable to field five (5) players ready to play 15 minutes after the game is scheduled to begin.
 - 19.1.1. The team's actions prevent the game from being played.
 - 19.1.2. The team refuses to play after being instructed to do so by the Tournament Director.
 - 19.1.3. The team fields a player[s] who is ineligible to play.
 - 19.1.4. For youth divisions only: failure for a team's designated official to officiate the prescribed game[s] will result in a corresponding game recorded as 'forfeit'. The forfeited game will be determined by the Protest Committee.
 - 19.2. Penalty:
 - 19.2.0. The game is awarded to the opponents and the score shall be 20 to 0.
 - 19.2.1. The team awarded with the win shall receive 2 classification points
 - 19.2.2. The forfeiting team shall receive 0 classification points.
 - 19.2.3. If the forfeit is due to force majeure the forfeiting team shall receive 1 classification point.
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TEAM RESPONSIBILITIES

20.0. Bench Duties

- 20.1. Men's and Women's Elite divisions will have bench personnel supplied.
- 20.2. Men's A-League, Men's and Women's Social, and all youth divisions are required to supply two personnel to bench the game that they are playing.
- 20.3. Both teams are required to furnish two personnel.
 - 20.3.0. Team A leads the bench crew meaning that Team A designates roles and is the sole arbiter with officials.
 - 20.3.1. It is suggested that Team A and Team B hold one of either responsibilities for the score sheet and the score.
 - 20.3.2. If Team Bs addition to the bench is disruptive, then the Team A Leader can request their removal, this will be done through one of the officials. Failure to comply will result in a technical foul upon the coach.

21.0. Social and Youth Divisions Designated Officials

- 21.1. Men's and women's social teams, and all youth team teams and clubs are required to furnish a designated official, affiliated to their team or club, who will officiate as directed by the Officials' Manager.
- 21.2. Clubs and academies [two or more teams under the same name] are required to furnish designated officials based upon the volume of teams they have entered.
 - 21.2.0. Two [2] club teams = one [1] official required
 - 21.2.1. Three [3] to four [4] club teams = two [2] officials required
 - 21.2.2. Five [5] to six [6] club teams = three [3] officials required
 - 21.2.3. Seven [7] to eight [8] club teams = four [4] officials required
 - 21.2.4. Nine [9] to ten [10] club teams = five [5] officials required
 - 21.2.5. Eleven [11] to twelve [12] club teams = six [6] officials required
- 21.3. The designated official:
 - 21.3.0. Skills and experience must be commensurate or better than the division they are affiliated to.
 - 21.3.1. Is expected to be rostered up to three [3] games per day.
 - 21.3.2. Requests by the Officials' Manager to officiate games over the maximum of three [3] games on any day will be negotiated without bias or prejudice. No team penalties will be incurred if they decline.
 - 21.3.3. Can also be the designated official for more than one [1] team, but the volume of games they are required to do will increase proportionally to the number of teams designated to them. The maximum number of teams designated to one official will be no more than two [2].
 - 21.3.4. Must supply their own [Fox40] whistle.
 - 21.3.5. Will be provided with a roster.
 - 21.3.5.0. Are responsible for checking the roster, any missed games will result in penalties to their designated team.
 - 21.3.5.1. Will not officiate their designated team's games.
 - 21.3.5.2. Can make requests to be available to see their designated team play, and such requests should be directed to the Officials' Manager. However, despite best efforts, all designated officials should expect that some or all of their rostered games to officiate may clash with their team's games.
 - 21.3.6. Package:
 - 21.3.6.0. Will be provided with an official's uniform [top only], and is required to supply their own non-branded black pants or shorts.
 - 21.3.6.1. Will be provided with refreshments daily.
 - 21.3.6.2. Will be paid the rate set for the event, for each game officiated. Payments will be bank deposit, paid within ten [10] days of the event's end.

- 21.4. Penalties:
 - 21.4.0. If a team does not furnish their affiliated official[s], they shall forfeit an equal number of games for every missed game scheduled to be officiated [see 18.1.4.].
- 21.5. Injury or emergency:
 - 21.5.0. If an official is injured and can no longer officiate, or leaves due to emergency:
 - 21.5.0.0. The official and their team is responsible for finding a suitable replacement.
 - 21.5.0.1. If a replacement is not found, and at the discretion of the Officials' Manager and Tournament Director, or equivalent, the designated team[s] may be penalised with forfeit games being awarded against them.
- 21.6. Officials who are under 16 years of age:
 - 21.6.0. Are the sole responsibility of the team and management to whom they are associated with, this means that:
 - 21.6.0.0. They are prohibited from the officials' accommodation.
 - 21.6.0.1. Must secure their own transportation to and from venues.
- 21.7. Paid Replacement:

There is an option available for teams to pay for a replacement official, these options are limited.

 - 21.7.0. Fee \$550
 - 21.7.1. Priority will be given to international and South Island teams, and on a case by case basis via refs@hoopnation.basketball.

MANAGEMENT

22.0. Draw

- 22.1. The draw is considered finalised at the technical meeting.
 - 22.1.0. If however, changes are required to the draw post technical meeting, the Tournament Director will inform teams directly affected by the changes, via email.

23.0. Games Played:

- 23.1. Minimum of five [5] games.
- 23.2. This may change due to a late team-withdrawal.

24.0. Classification Points

- 24.1. A win is awarded two [2] classification points
- 24.2. A loss is awarded one [1] classification point
- 24.3. Forfeiting or defaulting teams are awarded zero [0] classification points

25.0. Tie Breaks

- 25.4. Three way tie
 - 25.4.0. In the event of a three way tie; quotient values are calculated to break the three way tie, and the head to head result is then used to break the two way tie of the remaining two teams.
 - 25.4.1. The quotient value formula is total points 'for' divided by total points 'against' amongst the three teams in the tie, no other results are included.
 - 25.4.1.0. The product of this calculation is the quotient measured to three (3) decimal places.
 - 25.4.1.1. The team with the highest quotient value will be awarded 1st to break the three-way tie.
 - 25.4.1.2. The quotient value is only used to break the three way tie, the quotient values of 2nd and 3rd are not rankings and so are therefore irrelevant.

- 25.4.1.3. In the event that two (2) teams share the same quotient value for first place in the tie, the quotient is re-measured to nine (9) decimal places, and if the values are still the same, the head to head result between the two will break the tie.
- 25.4.2. Of the remaining two teams their head to head result will then break their tie.
- 25.5. Two way tie
 - 25.5.0. In the event of a two way tie; the head to head result will determine the final rankings.

Quotient Example

Teams A, B and C have identical classification points after pool play. Results of the games played only between the tied teams determine the quotient value, all other pool results are excluded.

Quotient = sum of scores for (made by team) divided by (/) sum of scores against (by opponents).

Team A (score 83) vs. Team B (score 82)	= 162 (83+79) / 167 (82+85)	= 0.970
Team B (score 67) vs. Team C (score 65)	= 149 (82+67) / 148 (83+65)	= 1.006
Team C (score 85) vs. Team A (score 79)	= 150 (65+85) / 146 (67+79)	= 1.027

Team C has the highest quotient value and breaks the three-way tie.

Team A and Team B are now in a two-way tie which is determined by the head to head result of the game between tied teams, which in this example is Team A (83 vs 82).

26.0. Quarter Final Rankings and Bracket

- 26.1. Teams qualify for quarter-final brackets based on their Total Classification Points within their respective pools. Once qualified, teams are seeded within the bracket based on their Quotient Score.
- 26.1. Bracket Structures by Division Size.
 - 26.1.0. The number of teams in a division determines the pathway into the quarter-final brackets:
 - 26.1.1. Divisions centered on 16-teams: These divisions feature two distinct brackets:
 - 26.1.1.0. Top 8 Bracket: Composed of teams ranked 1st and 2nd in each pool.
 - 26.1.1.1. Bottom 8 Bracket: Composed of teams ranked 3rd and 4th in each pool.
 - 26.1.2. Divisions centered on 12- and 24-teams: These divisions feature a Top 8 Bracket only, comprised of teams ranked 1st and 2nd in each pool.
 - 26.1.2.0. Top 8 Bracket: Composed of teams ranked 1st and 2nd in each pool.
- 26.2. Determining Bracket Placement [The Quotient].
 - 26.2.0. To determine specific seeding [1st through 8th] within a quarter-final bracket, a quotient is calculated for all eligible teams:
 - 26.2.1. Total points 'for' will be divided by total points 'against'.
 - 26.2.1.0. Games of qualifying teams only will be calculated in the quotient.
 - 26.2.2. Quotients are measured to three [3] decimal places.
 - 26.2.3. In the event that teams share the same quotient, the quotient will be re-measured to 9 [9] decimal places.
 - 26.2.4. In the event that a tie still exists, teams will be assigned their placement in the quarter bracket by the Tournament Framework Architect using a sanctioned random draw or similar.
- 26.3. Quarter-Final Matchups
 - 26.3.0. Teams are placed into the bracket using a standard "high-low" crossing system:
 - 26.3.1. Match 1: 1st Seed vs. 8th Seed
 - 26.3.2. Match 2: 2nd Seed vs. 7th Seed
 - 26.3.3. Match 3: 3rd Seed vs. 6th Seed
 - 26.3.4. Match 4: 4th Seed vs. 5th Seed

27.0. Protests

- 27.1. A team may file a protest if they believe that their interests have been adversely affected by:
 - 27.1.0. An error in scorekeeping, timekeeping, or shot clock operations which was not corrected by the officials.
 - 27.1.1. A decision to forfeit, or default the game.

- 27.1.2. A violation of the applicable eligibility rules.
- 27.2. In order to be admissible, a protest shall comply with the following procedure:
 - 27.2.0. The captain of the team shall, no later than 30 minutes following the end of the game, inform the Venue Manager that their team is protesting against the result of the game and sign the scoresheet in the protest field.
 - 27.2.1. The team shall submit the protest in writing no later than 30 minutes following the end of the game.
 - 27.2.2. A fee of \$550.00 shall be applied to the protest and shall be paid prior to the protest being investigated.
 - 27.2.2.0. If the protest is upheld then the \$550.00 shall be refunded.
 - 27.2.2.1. If the protest is rejected it shall be forfeited.

AMENDMENTS

28.0. Amendments To The Game Regulations

- 28.1. HoopNation reserves the right to make adjustments, to add or delete amendments to any regulation without prior notification.